



DEAD OR ALIVE 3

DEAD OR ALIVE 3

www.deadoralive3game.com



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About Photoconvulsive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights, sometimes dust may appear in older guitars. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause them "photoconvulsive epileptic seizures" when watching video games.

These seizures may have a variety of symptoms including: light-headedness, altered vision, eye or face twitching, picking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photoconvulsive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions.

Some televisions, especially older, analog projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when older games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Currently, no known picture method is determining if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if certain Xbox games can be played safely on your set.

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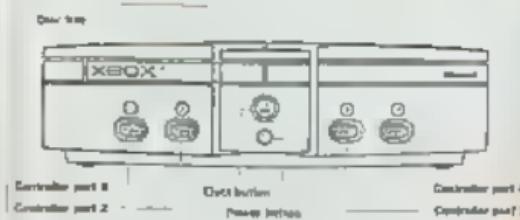
Thank you for purchasing *Dead or Alive® 3* software for the Xbox™ Video Game System from Microsoft. In order to get the most out of the game, please read this game manual thoroughly before playing.

The game screens used in this manual may differ from those of the actual game.

Dead or Alive® 3 supports Dolby Digital 5.1ch. Dolby Digital 5.1ch output requires a compatible system including speakers and either an Xbox Advanced AV Pack or an Xbox High Definition AV Pack, both of which are sold separately.

Dead or Alive® 3 supports the progressive display format (480p), which requires a compatible television and an Xbox High Definition AV Pack (sold separately).

Using the XboxTM Video Game System



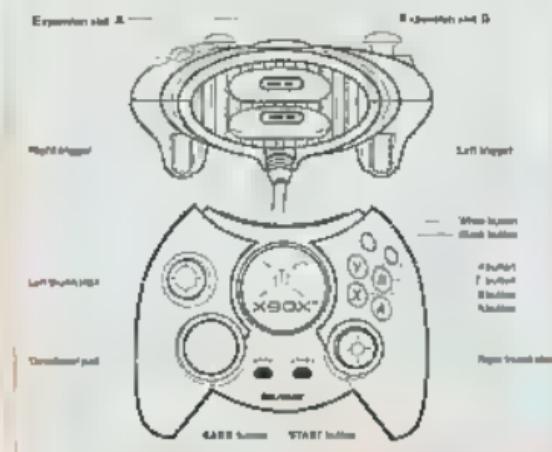
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Dead or Alive[®] 3 disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Dead or Alive[®] 3.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive,

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Dead or Alive[®] 3.

DEAD OR ALIVE 3

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Prologue

Ryu Hayabusa, the Super Ninja, put a stop to the evil doings of Takiya Bankotsu-bo. But it was too late to stop the Tengu of Destruction from triggering a massive, worldwide collapse.

The collapse threw up a dense cloud that covers the entire planet in a shroud of darkness and the DOATEC base goes astray, turning into the hunting grounds for power-hungry scoundrels.

This is when DOATEC's Development Department - a fortress for state-of-the-art military technology - witnesses the ascent of a genius. Following Project Alpha and Project Epsilon, the ever-ambitious Dr. Victor Demovin completes the Omega Project, producing a new superhuman Genius.

This man, who was once leader of the Hozu Mon Ninja, is no longer human. He - or it - is a proxy of singular and unprecedented capabilities.

A slaughterhouse has now been provided at the exclusive domain of the Omega superhuman. It is a realm that has come to be known as the World Combat Championship, "Dead or Alive 3".

Game Controls

This game is designed for use by one to four players. This section describes basic controller operations.

Directional speed

Controlling characters

X button Fine Hold and Guard

Y button Punch

A button, 

Confirm in the menu, then proceed to the next screen.

• button
kick

Cancel in the menu and return to the previous screen.

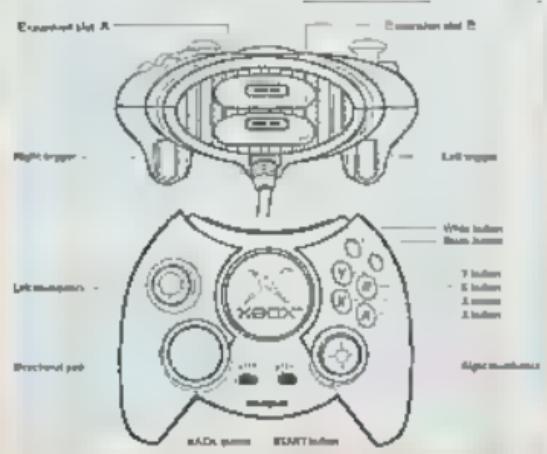
White button 40
Punch 1 Kick

Black button ブラックボタン
Tag change (for use during Tag battle only)

Right trigger: Free + Kick

START button
Pause during game
Confirm in the menu, then proceed to the next screen

BACK button
Cancel in the menu and return to the previous screen



Game Rises

You can perform a soft reset and return to the title screen by holding down the START and BACK buttons for three seconds.

Operations shown in black letters are battle operations.

③ Represents the X button in the game. Likewise, ④ represents the Y button and ⑤ represents the B button.

- To play with two or more players, you will need to purchase a controller (sold separately).
- Use the **Options** mode (page 21) to switch the vibration function on and off.
- The operation method shown uses the default button assignments. Use **Controller Settings** in **Options** mode to change settings.
- Pressing the **START** button pauses the game.

Starting the Game

Game Mode Select

Press the START button on the Title screen to display the Game Mode Select screen. Use the directional pad to select a mode and press the A button.



Character Select

Use the directional pad to select a character, then press the A button. Next, use the directional pad to select the character's costume and press the A button.



Rules

1. Criteria for winning battles

In battle, the conditions specified below are required for a set victory and the player that wins the predetermined number of sets wins the battle.

KO:

Opponent's health falls to 0

Time Up

Your health is greater than your opponent's at time up

2. Draw and sudden deaths

A draw occurs when both parties have the same amount of health remaining at time up, or in the event of a double KO. In the event of a draw, both parties earn points for that set.

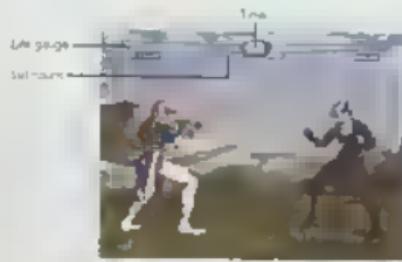
If both parties reach the number of sets required for victory at the same time, a sudden-death match is held. If there is no clear winner even after sudden-death combat, the champion is declared the winner.

3. Continue

Press the START button within the allotted time following Game Over to issue another challenge.



Battle Screen



Set count

Displays the number of sets required for victory. One light will illuminate for each set victory. The battle is won when all lights are lit.

Each side in a tag-team battle will show two life gauges. The life gauge for the character in combat will be displayed at the front.

Time

Time up occurs when this counter reaches 0.

The side with the most remaining on his or her life gauge wins.

Life gauge

A player loses if his or her gauge drops to 0.

About the menu during game pause

Pressing the START button during a game pauses the game. A menu screen will be displayed.



CONTINUE

Displays the command list for the character.

CHARACTER SELECT

QUIT

Close the menu and continues the game.

COMMAND LIST

CHARACTER SELECT

QUIT

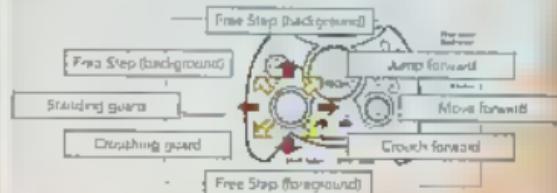
Basic Operations

This section explains the basic operations applicable to all characters. The following operations assume that the character is facing toward the right.

Character Movements

← Forward dash → Run

↔ Backward dash ↘ Crouching dash



Free Steps

↑ Background movement ↓ Foreground movement

Free steps allow you to control the character freely.

During a free step, use the directional pad to move the character in any direction.

Let go of the directional pad to snap out of the free step.

Legend

The **○** button shown is the X button, the **△** button is the Y button and the **□** button is the B button (when default settings are used).

↙ Indic平 a short press of the directional pad, while the ↘ indicates a long press.

Strikes

Punch

○ Kick



Each character has their own strike moves. Combining them with the use of the directional pad, you can execute various attacks.

Types of attacks

High attack

Midair attack

Low attack

Super High attack

Hits standing opponents

Hits both standing and crouching opponents

Hits both standing and crouching opponents

Hits standing opponents, no guarding

Critical Combos

When your opponent staggers, you have an opportunity for a series of attacks. String your strikes together in the right combination to cause maximum damage.

Guarding

↑ Standing guard

↓ Crouching Guard

Attacks can be made high, in the middle, or low. You can parry high and midair attacks with standing guards, and low attacks can be parried with crouching guards. You can guard against high attacks by crouching and low attacks by jumping.



Throws

QF Ordinary throw



QDF Low throw



When your character is too close to your opponent, you can use the F + P buttons to throw him at her. Different characters have their own special throws. Use the directional pad in combination with the F + P buttons to execute more powerful throws.

Evade Throws

QF Evading Ordinary throws

Well timed **QF** Evading a string of throws

Ordinary throws can be evaded by pressing the F + P buttons the instant you're thrown. Some characters will throw again soon after the first throw. Well-timed use of the F + P buttons will enable you to evade that throw.

Holds

Against a high attack **RG** High hold

Against a middle attack **FG** Middle hold

Against a low attack **DF** Low hold



By properly timing the entry of your commands against the attack of your opponent, you can fend off his or her attacks and launch a counterattack. Be aware, however, that the method of entering the Hold command differs depending on the type of strike.

Critical Hold

When you receive a hit as a counter, you may be forced into "critical status," during which time you'll be unable to guard yourself or attack. Critical Hold will return you from critical status providing a chance to recover from an unwanted situation.

Down Attacks

YC Down attack

YC or **SD** Follow-up attack



When a character gets down, you can execute a follow-up attack. Use the P or K button for the follow-up attack, depending on the character.

Down attack

Down attack causes more damage to the opponent, but it also gives the opponent an opportunity to retaliate while you are trying to attack.

Getting Up

Press **button** several times in succession

Get up quickly at your present location

Press **↑****Q** button several times in succession
Roll toward the background and get up

Press **↓****Q** button several times in succession
Roll toward the foreground and get up

While getting up: **Press** **button** several times in succession
Rising Middle kick

Press **→****Q** button several times in succession
Rising low kick

Use the directional pad to get up after being knocked down. Some characters also have special attacks that can be used while getting up.

Game Modes

There are nine different game modes. Two players can play in Versus mode or during a surprise attack. When two or more people play, additional controllers are required (sold separately).

STORY MODE

This mode allows you to follow a story involving the character you have selected, and to attempt to complete the story. Battle in a tournament against the computer - if you defeat all of the enemies, the game will clear and you will be on your way toward completing the story. However, if another player interrupts during play, you must engage in battle with him or her.

At Game Over, the screen will switch to the Continue screen. Press the START button while on this screen to resume play from Game Over. There is no limit to the number of times the game can be continued.



TIME ATTACK MODE

In this mode your score represents the time it takes to clear the game of computer opponents. A single match consists of eight fights, while a tag match requires five. The result will be displayed after clearing the game. If the total time ranks you in the top 10, your name can be entered.



VERSUS MODE

This mode allows players to fight against each other. You can choose from a single match or a tag match. Various fighting styles are possible by changing the host and the number of settings in Options mode.

When the battle is over, a menu will be displayed.



AGAIN

CHARACTER SELECT
OUT

Repeat this battle under the same setting
Return to Character Select screen
Return to the title screen

SURVIVAL MODE

This mode is one in which you fight against a succession of computer opponents until your health is depleted. Points are added according to the time that it takes you to clear a round and the items that appear during this game. The total score when the game is over determines your ranking. In this mode, your health receives a certain amount after the completion of each round. The key point is to minimize damage while scoring the most points possible during battle. If this total score ranks you in the top 10, your name can be entered.

Surprise-attack combat OK

You cannot Continue in this mode. The game will finish or Time up or in the event of a Draw.



Items appear when you beat your opponent or when you deliver a Down attack to the opponent on the ground. Items will give you health or points. There are several different types of items, and each has a different effect. Items will disappear after a certain amount of time.

Danger Reach

If you set off danger explosions during a game, in addition to earning 3,000 points, you will earn bonus points known as Danger Points. During Danger Points, you can increase your score significantly by either by earning double the normal points for items or earning extra points for strikes and throws. Set off another danger explosion while you are in Danger Points to continue Danger Points. Your ability to maintain Danger Points will be a major factor in achieving high scores.

* There are many other ways to earn points, such as the bonus and appeal bonuses.

TAG BATTLE MODE

This mode allows you to form a tag team of two characters and conduct a two-on-two tag battle. Single players can play live tournaments against the computer, fight another player, or engage in battles of up to four players simultaneously.

Snip110 attack combat OK.

You can combine tag teams in any way you choose, but you cannot select the same character twice for a tag team.

Entry

Use the directional pad to select the team you'd like to join. The team without any human players will be controlled by the computer.



Four-Player Simultaneous Play

Four players can enjoy tag-team battles simultaneously. A good combination of team members is the key to victory in four-player simultaneous play.

The number of potential players depends on the number of controllers connected to the controller ports.

A maximum of four controllers will be required. To play the game with two or more players, you'll need to purchase and/or download, which are sold separately.

Rules

Knock out both opponents to win. Use Options to adjust the number of sets.

TAG CHANGE

Tag Change

Press F + P + K during a bout to switch to another character in battle with 1 tag partner. Characters not engaged in combat will gradually recover their health. When a character has already been knocked out, he or she cannot be used again.

Tag Combo

When your opponent is floating or in critical hit, you can perform a quick tag change. Practice this skill, and you'll soon be well on your way to a powerful attack.

Attack Change

Attack Change

Alter Change

The fighting character can switch places with his or her tag partner, which can then unleash an attack.

Down Attack Change

Down Attack Change

By pressing F + P + X while the opponent is down on the ground, the fighting character can switch places with his or her tag partner while the tag partner unleashes a Down attack.

Tag Combo Attack

Tag Combo Attack

In tag battles, a tag combo attack can be performed by two characters. Either character can start a combo. The tag combo attack to be used depends on the combination of the two characters involved. However, the tag combo attack can't be used if one of the characters has been knocked out.



* Certain pairs of characters have their own special tag combo attacks.

TEAM BATTLE MODE

This mode allows you to form a team of up to five characters so that you can battle team's against team. You can play against another player or against the computer.

SPARRING MODE

This mode allows you to learn the basic systems and techniques of the game, and to practice moves freely. Use it to train for real battles by practicing holds and developing original mid-air combos.

- This mode is for one player only.
- There are no KO's. You can continue training until you exit the mode.
- Press the START button on the spinning screen for the Sparring Mode Menu that allows you to change settings such as the behavior patterns of the COM. Use the directional pad to move the cursor and to select and change settings.



SPARRING MODE MENU

CONTINUE
COM 1st ACTION
COM 2nd ACTION

COUNTER
COMMAND MODE
COMMAND USE
RESET POSITION
CHARACTER SELECT
QUIT

Clears all holds and resumes sparring.
Sets the action of the computer character.
Sets the action of the computer character after it has been attacked.
Configures the counter setting.
Shows you 16 practice move commands.
Displays the command list.
Returns the character to its initial position.
Returns to Character Select screen.
Ends sparring and returns to the title screen.

WATCH MODE

This mode allows the user to watch a computer-operated battle, which will continue until this mode is turned off.

- Physical strength and battle time are unlimited. However, the specified options will not be reflected in this mode.
- When you want to change characters, pause the game by pressing the START button and choose CHARACTER SELECT.
- Select QUIT to exit this mode.

OPTIONS MODE

This mode allows a player to change game settings to suit his or her preferences. For further details, see page 22, "Option Settings."



Names Entry

If you earn ranks in the top ten in the Team Areas or Survival modes, you can record your name. You can view the recorded names in the RANKING menu in Options.

Option Settings

Players can select OPTIONS MODE from the Game Mode Select screen to reconfigure the game to suit their preferences.

GAME SETTINGS

These settings control the difficulty of the game and rules.

DIFFICULTY	Sets the skill level (degree of difficulty) of computer opponents.
MATCH POINT	Sets the number of rounds one needs to clear a stage.
LIFE GAUGE	Sets the amount of health.
ROUND TIME	Sets the amount of time for a single round.
DEFAULT SETTING	Restores default settings.
EXIT	Returns to Options Mode screen.

* Some game models don't allow you to change settings.

AUDIO SETTINGS

Settings for game sound

MUSIC VOLUME	Sets the music volume.
SE VOLUME	Sets the sound-effect volume.
VOICE VOLUME	Sets the character's voice volume.
SOUND TEST	Allows you to listen to the game's soundtrack.

LANGUAGE SETTINGS

These are the language settings for use in the game.

LANGUAGES	Sets the language for menus.
SUBTITLES	Sets the subtitle language for use in the game.

CONTROLLER SETTINGS

These are the controller settings.

BUTTON CONFIG.	Configures the functionality of each button on the controller.
VIBRATION	Switches the vibration function on and off.
ANALOG BUTTON	Enables/disables the button's analog input.

VIDEO SETTINGS

These are the general settings for the screen.

REGULATOR	Sets the gamma value, brightness and contrast.
ENDING MOVIE	Sets the display mode for the movie at single-screen resolution. (Applies only to multi-screen three-zone)

RANKING

You can check the rankings for Time Attack mode and Survival mode.

TIME ATTACK RANKING Displays the ranking for the Time Attack mode.

SURVIVAL RANKING Displays the ranking for the Survival mode.

CHARACTER RANKING Displays the frequency with which each character is used.

SOFTWARE INFO

Displays information on the DEAD OR ALIVE® 3 software.

EXIT

Exits the Options screen and returns to the Game Mode Select screen.

- Option settings are automatically saved to the hard disk.
- Do not turn off your Xbox console during savings.

Basic Battle Know-How

The techniques and tips below will help you win Dead or Alive 3 battles.

Defensive Position

When you are about to be knocked to the ground, press the P, K, or F button to adopt a defensive position and avoid going down.

- The defensive position cannot be used against some types of attacks.

Counters

Use the same type of attack as your opponent - strike or throw - to execute a counterattack. A counter causes more damage to your opponent than a normal attack. In addition, when a strike is used to counter a throw or a throw is used to counter a hold, an even more powerful high counterattack is launched, doing massive damage to your opponent.

Attacks and defense by the wall

With some subtle moves, if you strike near the wall you can send your opponent toward the wall. Proper use of this move, such as putting some distance between yourself and your opponent, or forcing him or her toward the wall, will help turn the fight in your favor. You can also release multiple attacks upon an opponent who still has not recovered from the hit against the wall.

Some throws charge if used near the wall.

• Escaping from the Wall

When you are thrown against a wall, you will be helpless against it for a certain amount of time if you're still suffering from the damage.

In such a case, press **T** or **Y** on your directional pad as you're getting up so that you lean against the wall at a slight angle as you get up.

Characters

Off the Edge

Stages such as "LOST WORLD" and "LORELEI" feature multiple levels. You can send your opponent off the edge by striking or throwing him or her near the edges of these stages, or by the wall. Be aware that falling to the lower levels of these stages will result in damage. The key to winning is using free stops to position yourself in accordance with the layout of the stage.

- When you send an opponent off the edge, your character will jump down after him or her, but you will not receive any damage.
- The board structure will differ depending on the stage. You cannot fall off the edge in some places.
- Not all attacks allow you to send your opponent off the edge.

Dead or Alive 3

Legend

Symbol	Buttons Used	Meaning
→	Directional pad	Right stick
→	Directional pad	Left stick
→	Directional pad	→ from neutral position
↖	Directional pad	Stay-circle
↙	Directional pad	Full circle
↶	X button	Block button
↷	Y button	Punch button
↶	B button	Kick button
↶	Start/Select	Perform the move to the left of the symbol, place it and capture with the move to the right of this symbol
↶	Pause	

Instructions for keys apply when the characters are facing to the right

Kaum1

Kasumi is a kunoichi (female ninja) who was ordained as leader of the "Mugen Toshin" style. Instead of accepting this position, she became a "runaway shinobi" so that she might avenge her brother, Hayata, who was partially paralyzed by DOATEC.



Day after day she is forced to defend herself from attempts on her life by highly skilled assassins. Then, one day, Kasumi learns that Hayate is to be at the D.O.A. tournament. Though she finally meets her long-lost brother in this last tournament, it is impossible for a runaway shinobi ever to return home in peace.

Materiality	Japanese	English
Gender	Futaba	Two-leaf
Budding	February 23, 1962	Budburst
Plant Type	A	Perennial
Height/Weight	3' 10" to 4'	Bamboo
Body size	10' x 4' x 3'	Seedling
Fighting Style	Wagyu-Tenjin Style	Wagyu-Ji
Flowers	Yellow, Tanishige	Tanishige
Deciduous	Evergreen	Evergreen
Leaves	Two-leaf	Two-leaf
Notable	Futaba-leaves	Futaba
		Mature Bamboo
		Open-Gen
Throws		
	Oboro-Gata	Scattered
	Han-Gen-Gata	Hand
	Shiro-Gata	White
	Shiro-Oboshi	White
	Oboro-Oboshi	Scattered
	Oboro-Shiraku	Scattered

Ryu Hayabusa

Ryu, the modern super hero, is the best friend of Kasumi's brother, Hayato. In the last tournament he successfully brought down Bankotsu-bo - the feared Tengu of Destruction - who had brought chaos to the whole world. But before he allows himself to relax in a new era of relative peace, Ryu Hayabusa must enter the tournament again, this time to save the world from Gerta, an evil being created by the DOATEC.



Gen Fu

Gen Fu fought in DOA to obtain the money needed to cure his sick granddaughter, Mei Lin, who was suffering the ravages of a rare disease.

Thanks to the prize money, Mei Lin is growing better and better every day. However, one last surgery, which will require a vast sum of money, is needed to cure her completely. To save the life of his granddaughter, Gen Fu fights once again.



Personality

Gender: Male

Birthday: January 5, age: 15

Blood Type: A

Height/Weight: 5'7", 172 lbs

Body type: 35% Water 40%

Fighting style: Army Leader Class

Occupation: Blacksmith/Miner

Abils: Miner Doku

Hobbies: Fighting

Character

Highly Honorable

Te-Sensei

Oda

Ngou-Han

San Shou

Senpo

Senpo-Kenpo-Tai

Senpo-Kenpo-Tai

Judo

Pyaku-Kabuki

Soba

Yoku-Sanzen

Braking Soba

Soba-Kyoku

Throws

Kicks

Kicks-Sanpo

Uppercut-Hammerfist

Blows

Brad Wong

One day, the old master Chen, great teacher of Zui Ba Xian Quan, says to Brad: Bring me the legendary drink. The name is 'Genra.'

These words are a riddle to Brad Wong, and he begins his journey in search of the mysterious 'Genra.'

After three years of wandering, he finds himself in a fighting tournament.



Personality

Gender: Male

Birthday: September 10, age: 30

Height/Weight: 6'0" 148 lbs

Body type: 44% Water 45%

Fighting style: Zui Ba Xian Quan

Occupation: Fighter

Abils: Fighting

Abils:

Genre of Go: Chinese Taplo

Character

Gen-Sanpo

Black Fading Attacks

Kung-Fu-Bo-Jo

Loh-Lo-Lo

John-Kung-Fu

Throws

Sanchi

Yoku-Kara

Ran-Sanchi

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Tina Armstrong

Tina is a superstar in the world of women's wrestling, and the only daughter of the professional wrestler Bass. She is a woman of boundless ambition who strives for even greater fame and celebrity. Although she finally made her debut as a model following the last tournament, she now wants to be an actress. So, Tina decides to enter D.O.A. and make time.



Personality

American

Gender: Female

Birthday: December 6, Age: 23

Height:

Weight: 5' 120 lbs

Body type: Slim

Fighting style: Pro wrestling

Character: Pro-athlete

Line: Self-made

Health: Fighting, Independent

Skills

Machine Gun Muddle

Telekinesis

Cardio Drop Kick

Telekinesis

Deathbed Impression

Deathbed Impression

Knockout

Leon

Rolando, a woman thief of the Silk Rose, died saying, "The man I love is the strongest man in the world." In order to justify his lover's last words, Leon entered the last DOA, only to be defeated. With memories of Rolando still haunting him, Leon declares, "I shall win this time," pledging his all upon the grave of a woman whose body lies buried beneath the desert floor.



Information

Gender: Male

Birthday: March 17, age 42

Blood Type

Height: 5' 10" 180 lbs

Body size: 55% WA% HU%

Fighting style: Barber-Martial Arts

Occupation: Mercenary

Likes: Pasta

Hobbies: Gardening

Attacks

Storm Marimba

□○○

High Kickback

□○○

Snatch Gains Uppercut

□○○

Hammer Tap

□○○

Shoulder Tackle

□○○

Gold Criterion

□○○

Crush Uppercut

□○○

Knee Bites

□○○

Scorpion Lock Head

□○○

Triple-Hand Hammer

□○○

Flame Hammer

□○○

Auto Grounds

□○○

Spine Double Hammer

□○○

Body Slam

□○○

Hammer Headlock

□○○

Throws

Mount Punch

□○○

Shoulder Basher

□○○

Desert Arm Bar

□○○

Crazy Crash

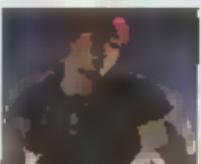
□○○

Catapult Throw

□○○

Bayman

This professional assassin acquired his commando-style martial arts in the military. Dionován, who once requested the task of assassinating Famine Douglas, sent a sniper to dispose of Bayman, but Bayman easily quashed this feeble attempt on his life. In retaliation against his former client, Bayman decides he'll show up at DOA.



Information

Gender: Male

Birthday: October 12, 1968 37

Blood Type

Height: 5'10", 235 lbs

Body size: 55% WA% HU%

Fighting style: Human Martial Arts

Occupation: Amazon

Likes: Beef Stew

Hobbies: Concealed Shot

Crunch Head Hammer

Storm Head Throw

Crush Head

Hammer Head

Attacks

Scorpion Head Throw

□○○

Scorpion Uppercut

□○○

Black Shot

□○○

Schneider

□○○

Fire Bullet

□○○

Charm Artist

□○○

Blow Low-Javelin

□○○

Elephant Roar

□○○

Side-Front Throw

□○○

Spine Shovel

□○○

Concealed Shot

□○○

Crunch Head Hammer

□○○

Storm Head Throw

□○○

Crush Head

□○○

Hammer Head

□○○

Throws

S.T.C

□○○

Ball Lock-Knee

□○○

Quadrilateral Congruo

□○○

Crazy Crash

□○○

Ground Submission

□○○

Jann Lee

Jann Lee, the lightheaded without a cause, still walks a lonely path. Though the reputation of Jann Lee - the Dragon, as he is called - is unenviable, his search for a stronger enemy never ends. His presence is still prominent in DOA, and his battle cry can still be heard.



Leifang

Leifang is known to many as the young genius of Tai Chi Quan. Ever since Jann Lee saved her from a gang of thugs, she has entered DOA to test her skills against his. Jann Lee has demonstrated his superior skills in the past two tournaments, but Leifang won't let that stop her this time. This time, I am going to beat him!

Character	Gender	Attacks
Dragon	Male	Dragon Cannon Dragon Fire Dragon Head Body Uppercut High Spin Kick
Reinhardt	Male	Dragon Head Dragon Head Dragon Head Dragon Head
Bladed Tyke	Male	Body Uppercut High Spin Kick
Invader	Male	Dragon Head Dragon Head
Itzky & Jax	Male	Dragon Head Dragon Head
Lightning Myn	Male	Dragon Head Twice High
Decapitation	Male	Dragon Kick
Loki	Male	Double Uppercut Dragon Snap Middle
Makoto	Male	Snag Spike Kick Dragon Strike Dragon Strike Dragon Flame
Throws		
Dragon Gunna		△○△
This Way of the Dragon		△○△
Bulldozing Head Lock		△○○ △○○
Front Face Lock		△○○

Character	Gender	Attacks
Leifang	Female	Reinhardt Headlock Reinhardt Headlock Glossy & Headlock Judo Throw
Itzky & Jax	Male	△○△
Shredder	Male	Shredder Headlock Seki-Kami Seki-Kami-Tai
Reinhardt	Male	△○○
Twins	Male	△○○
Decapitation	Male	△○○
Bladed Tyke	Male	△○○
Lightning Myn	Male	△○○
Leifang	Female	△○○
Throws		
Reinhardt Headlock		△○○△
Tsukaku Komai		△○○
Itzky & Jax		△○○
Trident-Kan		△○○

Hayate

Hayate is the brother of Kasumi and Ayane, and also the 18th leader of the "Mugen Tenshin" style. He was the subject of DOATEC's experimental superhuman project (Project Epsilon), in which he lost his memory. But, in this last tournament, he recovered his memory and was officially ordained as leader of the Mugen Tenshin style. He is now set to enter DOA again in order to defeat Genra, the superhuman created as a puppet of DOATEC's Project Omega.



Personality

Impulsive

Attacks

	Attack	Defense
Genra	WV+	Genra-Saijutsu
Blowout	WV+ 20+ 23	Zankku
Graviton	A	Mugen-Kenpo
Magnetic-Shift	51+ 165 lbs	Kakuhatsu
Blowout	842 lbs 100%	Sei-Hakusho
Fighting Style	Mugen Tenshin Style Mugen Tenshin Style	Re-Gekkoku
Graviton	None	Chuu-Zuu
Light	Soft Strike	Nazare-Zuu
Heaviness	Isoku, Lam	Tendo-Karakuchi
		Yaku-Naku
		Kazumi-Aku
		Tenshin-Shoubo
		An-Karaku
		Han-Sho-Kyoku
		Shin-Gakure
		Kogoro-Makur
		Naraku
		Mugen-Fame-Kyoku
		Sa-Gekkou
		Throws
		Kogoro-Makur
		Naraku
		Mugen-Fame-Kyoku
		Sa-Gekkou

Ayane

Ayane is a half-sister of Kasumi and Hayate. Ayane's former teacher and foster parent, Genra, the leader of the Mugen Tenshin style in Hain Mon, has disappeared. Ayane, now the most powerful Shuobi in Hain Mon, learns that Genra has been turned into a puppet by DOATEC and its dastardly Omega Project. Seeing what has become of her beloved father figure, Ayane realizes that fate commands her to end Genra out of his misery.



Personality

Impulsive

Attacks

	Attack	Defense
Genra	Genra-Saijutsu	Genra-Kenpo
Light	Armed S. & S. MA	Emaki-Yubu
Heaviness	All	Jutsu-Do
Graviton	1/2 100%	Rei-Do
Blowout	III 100% MA	Sei-Do
Fighting Style	Mugen Tenshin Style Mugen Tenshin Style	Emaki-Yubu
Graviton	None	Genba-Do
Light	Armed S. & S.	Shi-Do
Heaviness	Armed S. & S.	
Blowout	Armed S. & S.	
		Back-Facing Attacks
		Kogoro-Makur
		Naraku
		Mugen-Fame-Kyoku
		Sa-Gekkou

Throws

	Attack	Defense
	Xin-Makur	Xin-Makur
	Shi-Do	Shi-Do
	Yaku-Zuu	Yaku-Zuu
	Tenma-Do	Tenma-Do
	Genba-Do	Genba-Do
	Karaku	Karaku
	Yaku-Gakure	Yaku-Gakure
	Shi-Do	Shi-Do



Photo by Mark Lomax

MUSIC CREDITS

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Performed by Aesop Rock
Written by Steven Tyler, Joe Perry and Mark Frederick
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